

ABSTRACT

To increase a feeling of competitiveness between players of a music-oriented game. Based on evaluation of performance of the first and second players on their steps, the number of times step guidance is presented is varied. Specifically, while reference arrows 46, 48 are displayed, a plurality of timing guidance arrows 50, 62 approaching the reference arrows 46, 48 are also displayed on a game screen image 40, whereby a state of step timing gradually arriving is shown to the player. In addition, the number of timing guidance arrows 50 62, namely the number of times step guidance is presented to each player, is changed based on the result of evaluation on steps by each player.